

A PLANESHIFTED GUIDE TO
DUSKMOURN
HOUSE OF HORROR

HOME BREW

EXPLORE MAGIC: THE GATHERING'S HAUNTED HOUSE OF 80'S HORROR IN THIS CAMPAIGN SETTING
GUIDE FOR DUNGEONS AND DRAGONS

CREDITS

Lead Designer: Gabe Rodriguez, aka [/u/letterephesus](#)

Illustrations from: MAGIC: THE GATHERING

Cover Art: Martin de Diego Sádaba, Wizards of the Coast

Artists: Aaron Miller, Abz J Harding, Alexandre Honoré, Anna Christenson, Antonio José Manzanedo, Bartek Fedyczak, Billy Christian, Borja Pindado, Brian Valeza, Bryan Sola, Campbell White, Carlos Palma Cruchaga, Cristi Balanescu, Dan Watson, Darren Tan, David Astruga, David Szabo, Domenico Cava, Elizabeth Peiró, Fajareka Setiawan, Greg Staples, Helge C. Balzer, Inkognit, Ivan Shavrin, Jodie Muir, John Tedrick, Joshua Cairos, Josu Hernaiz, Josu Solano, Justine Cruz, LA Draws, Lauren K. Cannon, Liiga Smilshkalne, Loïc Canavaggia, Marco Gorlei, Marta Nael, Martin de Diego Sádaba, Mathias Kollros, Maxime Minard, Michele Giorgi, Miranda Meeks, Mirko Failoni, Néstor Ossandón Leal, Nino Is, Olivier Bernard, Oriana Menendez, Raymond Bonilla, Sam Burley, Sam Wolfe Connelly, Steve Ellis, Tyler Walpole, Wero Gallo, Wisnu Tan

Based on information from: The [MTG Wiki](#), MAGIC Story: [Bloomburrow](#), MAGIC: THE GATHERING cards from the *Duskmourn*, *Duskmourn Commander*, and *Alchemy: Duskmourn* sets

Created with: GMBinder, Detect Balance [Spreadsheet](#) for Custom Races by [u/jwbjerk](#), Adapted code from [Blackthorn Dark Theme](#) by [Blckthorn](#), D&D Watercolor Stains by Jared Ondricek

SUPPORT PLANESHIFTED GUIDES

These guides wouldn't be possible without the support of the players and DMs who use them. Show your support for the Planeshifted Guides project through my [Patreon](#), or by [buying me a coffee](#). Thank you!

PLAYER'S VERSION

You are currently viewing the Player's Version of this guide.

DM'S VERSION

If you are a DM, please instead download the [DM's Version](#) of this guide.

Supporters who made this possible: A.J. Torres, Abner Castillo, Adam B, Alex Garrick-Wright, Alun Howard, Anansi Dragon, Andre Beshta, Andre Paquim, Andrew Fielder, Anonymoose238, Antoine Polignone, Astus, Bellaco01, BloodStasis, Brady, BrettPlatt, Bruno Arcand, Bryce Haertjens, Caroline Magoulas, Chris Tipton, Cody Westerlund, Dallas, Daniel Clark, David Cummings, Der Zweifler, Donovan Lowell, Echo Rowan, ecwscorpion209, Eric Koger, Finn the Human, Gabriel Regli, Guilherme Mello, Hannah Flayhan, Harrison Jansma, Isaac Swisher, Jacob Beauchamp, Jesse D Miers, Joseph Joffe, Kevin, KJ Fisher, Korrakach, krenkos biggest admirer, Leondatwani, Linkaning, Llewelyn Shingler, Logan Harris, Marv1101, Mason Jones, Matthew Wood, Nathan Broderick Mathews, Nayla + Steve Caruso, Nebulous, Niknak 247, ReaperTheWolf, Richard Rivera, RocketTurtle, Shaun Sullivan, Shawn Advincula, SlowDisco, Sophie Forster, Tyler Wells, zen magus

Thank you all, you rock!

OTHER PLANESHIFTED GUIDES

[Bloomburrow](#), a plane of forest critters
[Thunder Junction](#), a Wild West setting
[Eldraine](#), a setting of Fairy Tales
[New Capenna](#), a 1920s noir, mobster, and art deco setting
[Kamigawa](#), inspired by cyberpunk and Japanese culture
[Unfinity](#), a retro sci-fi space setting
[Phyrexia](#), inspired by biomechanical horror
[Kaldheim](#), inspired by Norse mythology
[Tarkir](#), inspired by dragons and east asian cultures
[Zendikar](#), a plane of adventure and eldritch monsters
[Ikoria](#), a mutation monster manual
[Ravnica](#), a metropolis plane of warring guilds
[Amonkhet](#), inspired by ancient Egypt
[Ixalan](#), inspired by pirates and mesoamerica
[Innistrad](#), inspired by gothic horror
[Alara](#), a fractured plane reunited
[Lorwyn-Shadowmoor](#), inspired by celtic mythology

CHANGELOG

- Version 1.4
 - Updated species: Dauthi, Elf, Vampire
 - Added Keys to the House magic item
 - Added Bloodied to rules glossary
 - Updated art credits
 - Various Fixes
 - Updated monsters: Cellarspawn (all), Flesh Burrower, Glitch Ghost,
 - Added monsters: Altanak, Master of Keys, Moth, Moth Swarm, Mindskinner, Oculus Peeper, Oculus Eye, Jolly Balloon Man, Lord of Pain, Slime, Unsettling Twins, Valgavoth, Swarmweaver

A Planeshifted Guide to Duskmourn: House of Horror is unofficial Fan Content permitted under the Fan Content Policy. Not approved/endorsed by Wizards. Portions of the materials used are property of Wizards of the Coast. ©Wizards of the Coast LLC.

This document was created solely for private use. All rights are retained by the owners of trademarks and copyrights of the content within this document. This document, in part or whole, cannot be reproduced for the intent of retail sale or personal gain except by those said interested parties or by others with legal, written consent by said parties.

CONTENTS

JAVIER CHARRO

Welcome to Duskmourn	4
Ch. 1: Life in Duskmourn	5
History	5
The House	5
Cycles	5
Doors	5
Locations	5
The Mistmoors	6
The Floodpits	6
the Balemurk	7
The Boilerbilges	7
The Hauntwoods	8
The Below	8
The Carnival	9
Safe Zones	9
Ch. 2: Create Your Character	10
Languages	10
Ch. 3: Species	11
Parts of a Species	11
Species Descriptions	11
Dauthi	12
Elf	13
Formless	14
Human	15
Kor	16
Overgrown	17
Vampire	18
Ch. 4: Backgrounds	19
Parts of a Background	19
Other Backgrounds	19
Background Descriptions	19
Benefactor	19
Doorblade	19
House Institute	19
Lone Survivor	19
Ch. 5: Magic Items	21
Ch. 6: Spells	24
Appendix A: Monsters	27
Appendix B: The House	73
Appendix C: Rules Glossary	74





WELCOME TO DUSKMOURN

Duskmourn is a setting from *MAGIC: THE GATHERING* inspired by horror media, particularly that from the 1980's. The entirety of this plane of existence is an infinite haunted house, under the control of a powerful moth demon. The house is alive and full of many different rooms of horror and terrifying inhabitants. The plane's surviving inhabitants are joined by visitors from other planes who find themselves in Duskmourn after opening mysterious interdimensional doors.

ABOUT THIS BOOK

This book is an in-depth guide to using *MAGIC: THE GATHERING*'s plane of Duskmourn as a setting for a *Dungeons & Dragons* 5th edition campaign. It guides players and the Dungeon Master through the process of creating characters and adventures set in this world. It is divided into the following sections.

Chapter 1 provides an overview to Duskmourn, including the many zones and locations in the House.

Chapter 2 details how to create Duskmourn characters.

Chapter 3 presents the seven new species of Duskmourn.

Chapter 4 presents four new background options for Duskmourn survivors.

Chapter 5 describes magic items unique to Duskmourn.

Chapter 6 presents seven new spells for Duskmourn spellcasters.

Appendix A present 30+ new Monster stat blocks.

Appendix B provides maps for the rooms of the House and rules for their Hazards. (Work in Progress)

Appendix C is a Rules Glossary, provided to increase compatibility when using this guide with the 2014 ruleset.



LIFE IN DUSKMOURN

Duskmourn is a modern-looking world, including electronics like television sets, mechanical devices like chainsaws, and 80's style fashion like sneakers. Its original name now long forgotten, the plane once had varied geography, including mountains, seas, coasts, and cities.

But decades ago, the entire plane was engulfed in an endless haunted mansion filled with horrors.

HISTORY

In its deep past, Duskmourn was a high fantasy plane in which dragons attacked cities. It was composed of three parts: a physical realm and two immaterial realms inhabited by spirits and demons respectively. Magic was scarce, and controlled by very few, leading people to learn the art of summoning. This led to the advancement of the plane, both magically and technologically, and its growing awareness of the larger Multiverse. The demon Valgavoth, who was imprisoned in a house within the physical realm, expanded the barriers of the House and swallowed the entire plane in a period of chaos known as the Ascension, folding the demon realm into the physical and pushing the spirit realm to the edges of the plane's boundaries with the Blind Eternities.

To sustain a kind of long-term population, a twistedly symbiotic relationship between the House and its participants evolved. The House needed to provide a few safe zones for people to feel momentarily safe so that their fear could ferment. The House also restocked foodstuffs occasionally, packaging included, as bait. Foragers knew this, but they had to play the game anyway.

THE HOUSE

The House is no ordinary building; it's a living, plane-spanning entity that thrives on the fear of its inhabitants. The House is the world, and the world is the House. Its rooms are constantly shifting, changing more significantly when not observed. Sometimes there seem to be outside environments, but there is always a door or window leading to the next room. The moths that are the symbol of Valgavoth appear everywhere. Each moth has multiple eyespots on their wings, functioning as the eyes of the house. If you can see a moth, the house can see you.

CYCLES

Harrowings occur whenever Valgavoth molts out of his latest form and into a new body. The surge of malevolence that comes with this rebirth extrudes a fresh wave of cellarspawn into the House. It also sends out a psychic ripple that incites cultists, razorkin, and other monstrous entities to increased viciousness, bloodlust, and paranoia. Harrowings typically only last a few days. Harrowings are offset by Quiescences, which occur right before Valgavoth molts. With all his attention turned inwards to focus on his new growth, the House falls into a temporary lull that's as close to safety as it ever gets. Quiescences typically last a few weeks, giving survivors much-needed time to recuperate and prepare themselves for the upcoming Harrowing.

DOORS

After the Ascension, Valgavoth could open doors to other planes, at great cost. Following the opening of the Omenpaths, this became much easier for him, allowing him to bring in victims from across the multiverse. The doors to Duskmourn can appear anywhere on the plane, usually emblazoned with a moth motif, and any unwitting or curious denizens who open the door will find themselves trapped in the House.

LOCATIONS

An older house with a black shingle roof, gray-brick facade, and gargoyles on its rafters, the House originally rested in a middle-class suburban neighborhood on the corner of a street near the woods. The House went through at least a dozen owners, one of whom summoned Valgavoth, hoping to use him as a simple service spirit, but panicked upon learning of his power and imprisoned him in the basement, fleeing. After Valgavoth's Ascension, his consciousness has imbued the House with a base level of sentience and awareness of everyone inside. Though it is infinite, eternal, and all-encompassing on the plane, it is composed of five nebulous and ever-changing zones that each contain a series of "rooms," though they often bear little resemblance to normal rooms.



THE MISTMOORS

Empty foyers that ring with eerie silence. Corridors lined with uncanny marble statues and draped with white fabric that ripples in unfelt breezes. Cobwebbed attics beneath towering arched eaves. Stacked terraces drowning beneath ceaseless eroding sand.

The Mistmoors is full of vast, echoing spaces that unsettle and unnerve. Rooms in this zone are typically characterized by white stone architecture, billowing drapes, drifts of windblown sand, and flat gray skies with no visible sun.

THE FLOODPITS

Frozen subterranean lakes. Screen-lined corridors that breathe a cold, obscuring fog. Twisting staircases that you can walk onto but never off of. Libraries where waterfalls pour into waist-high lakes of sodden pages. Damp, musty bedrooms mottled with unsettling water stains.

The Floodpits is home to the most physics-defying environments of the House, full of surreal passages and impossible architectural juxtapositions. Rooms in this zone tend to feature water in some form—liquid, solid, or gas—as well as water stains and wall-spanning banks of staticky screens.



THE BALEMURK

Lightless foyers of rotting floorboards knit together by unpleasantly dripping spiderwebs. Bogs riddled with gravestones and punctuated by withered, grasping trees. Basements sunk in ominous gloom, whose shadowy corners seem to move when glimpsed from the corner of your eye.

Dimly lit and ominous, the Balemurk is filled with shadows deeper than they seem like they should be and unsettlingly organic shapes and substances. Jagged crevasses and rotted floorboards dominate, along with septic marshes and withered flora.

THE BOILERBILGES

Furnace rooms full of suffocating heat. Stairways that end in abrupt drops into vents of sulfurous fire. Hallways whose walls are slashed with rips glowing a vivid, infected red. Scorched, blackened, fire-ravaged junk rooms.

The Boilerbilges is characterized by the most overtly treacherous terrain in the House, full of precipitous drops, jagged architecture, and belching flames. It's also prone to violent, destructive events, like earthquakes and fire twisters, making survival in this zone an even less likely prospect than normal.



THE HAUNTWOODS

Hallways choked with thorny vines and brambles. Overgrown greenhouses full of specimens both venomous and carnivorous. Isolated cabins in the middle of dense, lightless woods. Crumbling domes strung with wicker hexes and strangled by trees shaped like human hands.

Out of all the zones, the Hauntwoods is where the line between inside- and outside-seeming environments is most blurred, as trees, plants, and other vegetation invade dining rooms and corridors and even act as support beams for ceilings lost somewhere amongst the canopy. In some cases, plants appear to be decaying the structure of the House itself through voracious, unrestrained growth.

THE BELOW

Deep within the heart of the House is the Below, a lightless underground chamber where Valgavoth himself resides, and from where he extends his tendrils throughout the rest of the House. The location of the Below is the only fixed point in the whole of Duskmourn. To reach it, you must go through the basement of the original dwelling that was the House, located in the depths of the Balemurk. A tunnel formed of the shed husks of Valgavoth's previous bodies extends deep underground, burrowing deeper with each molt. It's rumored that the only true exit to the House exists within the Below, but no one has ever ventured there and returned to confirm it. The only person who knows the path to the Below is the seneschal of the Cult of Valgavoth.



THE CARNIVAL

A fairground set in a field in the Mistmoors, surrounded by cornstalks and evil roses and protected by a wall. Pinstripe tents, fun houses, rollercoaster rides, and mayhem.

A relict of a time before Valgavoth, the Carnival had been a safe zone since Duskmourn was first conquered. But in recent times, a survivor called City defected to the Cult of Valgavoth and betrayed the Carnival, allowing it to be overrun by the Razorkin and Wickerfolk. The Carnival is still "open for business," but all the attractions have been modified by the Razorkin to be machines of destruction. They say that those who enter the amusement park never come back, and their disembodied laughter joins the others on the wind.

SAFE ZONES

The House contains several safe zones, often built on the borders between zones, although many of these have been lost since the opening of the Omenpaths. Safe paths existed between the zones, established over years through de facto "treaties" with the House. The greatest concentration of monsters resided directly outside of each safe zone. They include multiple attic settlements accessible by hatches on the floor, and "Benefactories," rooms controlled by the Benefactors faction with doors marked by their flame symbol.

CREATE YOUR CHARACTER

When you make your D&D character, you have an array of options in the *Player's Handbook* to create the sort of adventurer you want. When you create an adventurer for a Duskmourn adventure or campaign, use the options presented in this chapter.

CHOOSE A CLASS

Characters of any class from the *Player's Handbook* can be found in Duskmourn.

DETERMINE ORIGIN

Determining your character's origin involves choosing a background, a species, and two languages. When making those choices, you choose from the options presented in this chapter instead of those in the *Player's Handbook*.

CHOOSE A BACKGROUND

When you choose a background, choose an option presented in [chapter 4](#). If you're having trouble choosing a background, the Ability Scores and Backgrounds table shows which backgrounds benefit which ability scores. Look for your class's primary ability there.

ABILITY SCORES AND BACKGROUNDS

Ability	Backgrounds
Strength	Benefactor, Doorblade
Dexterity	Doorblade, Lone Survivor
Constitution	Benefactor, House Institute, Lone Survivor
Wisdom	Benefactor, Cultist, Lone Survivor
Intelligence	Cultist, Doorblade, House Institute
Charisma	Cultist, House Institute

OTHER BACKGROUNDS

At the DM's discretion, if your character is a visitor to Bloomburrow from another plane of existence, you can choose a background option from another book. If that background doesn't include ability score adjustments, adjust your ability scores by increasing one score by 2 and another by 1, or increase three scores by 1. None of these increases can increase a score above 20. Also, if the background you choose doesn't provide a feat, you gain an Origin feat of your choice. (see !REPLACE!)[].

CHOOSE A SPECIES

When you choose a species for your character, you can choose from the species options presented in [chapter 3](#).

At the DM's discretion, if your character is a visitor to Duskmourn from another plane of existence, you can choose a species from another book. Species from across the MAGIC: THE GATHERING multiverse can be found in *Guildmaster's Guide to Ravnica*, *Strixhaven: A Curriculum of Chaos*, *Mythic Odysseys of Theros*, the original *Plane Shift* books, and the rest of the [Planeshifted Guides](#) series.

CHOOSE LANGUAGES

Duskmourn is not a plane with a large variety of languages, unlike most D&D worlds. Your character knows Common, the language spoken by all the survivors in Duskmourn.

If a feature lets a character learn a language, you can choose from the languages listed in the Duskmourn Languages table. At the DM's discretion, a character from another plane of existence might know languages from their home plane that aren't listed in this book.

DUSKMOURN LANGUAGES

Language	Origin
Common	Humans
Druidic	Druids
Elvish	Elves
Kor Sign Language	Kor
Infernal	Demons
Thieves' Cant	Rogues



WIZARDS OF THE COAST

SPECIES

When you choose your character's species, choose one of the species presented in this chapter. At the DM's discretion, if your character is a visitor to Duskmourn from another plane of existence, you can choose a species from another book. Species from across the Magic: the Gathering multiverse

can be found in *Guildmaster's Guide to Ravnica*, *Strixhaven: A Curriculum of Chaos*, *Mythic Odysseys of Theros*, the original Plane Shift books, and the rest of the [Planeshifted Guides](#) series.

PARTS OF A SPECIES

A species includes the following parts

Creature Type. A character's species determines the character's creature type. Creature types don't have rules themselves, but some rules in the game affect creatures of certain types in different ways. The animalfolk species in this chapter are Humanoid, despite being non-humanoid animals, for the purpose of mechanical game balance.

Size. Your character's species determines the character's size. Individuals within a species cover a wide range of heights, and some species include such diversity of size that you can choose whether your character is Small or Medium.

Speed. Your character's species determines the character's Speed.

Special Traits. Each species gives a character special traits—unique characteristics based on the species' physiology or magical nature.

ABILITY SCORES

Species in this chapter do not grant ability score adjustments. Those adjustments are instead offered by your choice of background.

LANGUAGES

Your character can speak, read, and write Common.

LIFE SPAN

The typical life span of a player character in the MAGIC: THE GATHERING multiverse is about a century, assuming the character doesn't meet a violent end on an adventure. A species in this chapter tells you if it has an atypical life span.

SPECIES DESCRIPTIONS

Seven species are presented in this chapter in alphabetical order:

Dauthi	Formless
Elf	Kor
Human	Vampire
Overgrown	



DAUTHI

The Dauthi are not native to Duskmourn, but many have found themselves on the plane due to their nature. Originally, the Dauthi were members of three distinct peoples of the plane Dominaria, caught in a political war. During their conflict, all three races were caught in the maelstrom surrounding the artificial plane of Rath, and were trapped in the interdimensional space between the two planes. They were left in an incorporeal, shadow-like state, able to see both planes and interact with neither. As time went on, the Dauthi learned to momentarily slip between the planes, but still exist as shadowy horrors. It is perhaps their interdimensional nature that has pulled many of the Dauthi to Duskmourn.

DAUTHI TRAITS

Creature Type: Monstrosity

Size: Medium (about 4-7 feet tall)

Speed: 30 feet

As a Dauthi, you have these special traits.

Hidden Step. As a Bonus Action, you have the Invisible condition until the start of your next turn. The condition ends early if you make an attack roll, deal damage, or cast a spell.

You can use this trait a number of times equal to your Proficiency Bonus, and you regain all expended uses when you finish a Long Rest.

Necrotic Resistance. You have Resistance to Necrotic damage.

See Invisibility. When you reach character level 3, you learn the *See Invisibility* spell and always have it prepared. You can cast it once without a spell slot, and you regain the ability to cast it in that way when you finish a Long Rest. You can also cast the spell using any spell slots you have of the appropriate level. Charisma is your spellcasting ability for the spells you cast with this trait.

Voidwalk. You can move through other creatures and objects as if they were Difficult Terrain. If you end your turn inside an object, you are shunted to the nearest unoccupied space and take 1d10 Force damage for every 5 feet traveled. This movement is blocked by 1 foot of stone, dirt, or wood; 1 inch of metal; or a thin sheet of lead.



ELF

Elves of Duskmourn are similar to their counterparts on other worlds. They are humanoids with pointed ears and skin tones similar to humans.

Before the Ascension of Valgavoth, the elves of Duskmourn lived in various forests across the plane. Whereas humans used summoning to push for technological advancements, elves traditionally held beliefs of existing alongside nature and not disrupting the natural order. According to their legends, the last haven of the plane to be devoured by Valgavoth was the forest of Rotrue Wood, ruled by the elven king.

The elves retain an innate connection to the forest and natural land of the plane, which is only present in certain areas of the House, such as the Hauntwoods.

ELF TRAITS

Creature Type: Humanoid

Size: Medium (about 5–6 feet tall)

Speed: 35 feet

As an Elf, you have these special traits.

Darkvision. You have Darkvision with a range of 60 feet.

Druidcraft. You know the *Druidcraft* cantrip.

Fey Ancestry. You have Advantage on saving throws you make to avoid or end the Charmed condition.

Keen Senses. You have proficiency in the Insight, Perception, or Survival skill.

Mask of the Wild. You can take the Hide action even when you are obscured only by foliage, heavy rain, falling snow, mist, and other natural phenomena.

Timberwalk. Ability checks made to track you have Disadvantage, and you can move across Difficult Terrain made of nonmagical plants and undergrowth without expending extra movement.



FORMLESS

Members of the Cult of Valgavoth regularly perform a ritual known as the Rite of the Threshold. Cocoons grow from the walls of their altar room, and the cultists enter these cocoons to allow Valgavoth to feed directly on their fear and nightmares.

If a cultist spends too long in the cocoon, they can become Formless, partially digested husks hollowed out of their former personalities and driven by nefarious magic. They are so devoid of self that they can take on the appearances of other creatures, which they often do to fit into survivor communities. Though most Formless are infiltrators in service to Valgavoth, some forget even their purpose and forge new lives, with some even turning to the side of the survivors against the House.

FORMLESS TRAITS

Creature Type: Monstrosity

Size: Medium (about 5-6 feet tall)

Speed: 30 feet

As a Formless, you have these special traits.

Chill Touch. You know the *Chill Touch* cantrip.

Shapechanger. As a Magic action, you change your appearance and your voice. You determine the specifics of the changes, including your coloration, hair length, and sex. You can also adjust your height between Medium (up to 8 feet tall) and Small (up to 2 feet tall). You can make yourself appear as a member of another race, though none of your game statistics change. You can't duplicate the appearance of an individual you've never seen, and you must adopt a form that has the same basic arrangement of limbs that you have. Your clothing and equipment aren't changed by this trait.

You stay in the new form until you use a Magic action to revert to your true form or until you die.



HUMAN

Humans were the original dominant inhabitants of the plane. They built cities and fortresses across the landscape, and those few capable of magic mastered the art of summoning. By conjuring the spirits and demons of the plane's realms, technological and understanding of magic flourished until the plane became nearly analagous to the modern world. Ultimately, it was this contact with outside forces, opposed by the plane's elves, that lead to the summoning and eventual Ascension of Valgavoth.

The Humans of Duskmourn are similar to their counterparts on other worlds. They are diverse, varied, and versatile in skill.

* If you are using the 2014 version of the *Player's Handbook*, see !REPLACE!.

HUMAN TRAITS

Creature Type: Humanoid

Size: Medium (about 4-7 feet tall) or Small (about 2-4 feet tall), chosen when you select this species

Speed: 30 feet

As a Human, you have these special traits.

Resourceful. You gain Heroic Inspiration* whenever you finish a Long Rest.

Skillful. You gain proficiency in one skill of your choice.

Versatile. You gain an Origin* feat of your choice. Skilled is recommended.



KOR

Kor are tall, slender humanoids with light hair and gray, blue-gray, or ivory skin. They are native to the plane of Zendikar, where their species has adapted to a nomadic lifestyle among the floating mountains. Masters of ropes and hooks, they scale sheer cliffs and cross yawning chasms with such skill and agility that they sometimes seem almost to take flight.

Though they are native to Zendikar, the House has no way of accessing that plane; the door that leads to it is boarded up and blocked. The Kor that exist on Duskmourn have been lost there from other planes in the multiverse, including Arcavios and Dominaria.

The kor have a nonverbal language of hand signs and gestures that allows communication despite significant distance (particularly when augmented with whirling ropes) or howling winds. They also use this sign language among themselves when they wish to avoid being overheard, giving rise to misguided rumors that they are incapable of speech. When they do speak, they typically use as few words as possible to convey their meaning.

* If you are using the 2014 version of the *Player's Handbook*, see !REPLACE!.

KOR TRAITS

Creature Type: Humanoid

Size: Medium (about 5-6 feet tall)

Speed: 30 feet

As a Kor, you have these special traits.

Brave. You have Advantage on saving throws you make to avoid or end the Frightened condition.

Climbing. You have a Climb Speed equal to your Speed.

Kor Talents. You have proficiency in the Athletics and Acrobatics skills.

Lucky. When you roll a 1 on the d20 of a D20 Test,* you can reroll the die, and you must use the new roll.



OVERGROWN

Wickerfolk are living constructs of wood that were once human. The first Wickerfolk were Warlocks who performed a transmuting ritual, but Wickerfolk can create more of their kind by sending slivers of leaves and branches into a creature's body.

The Overgrown are humans or elves who are in the process of being transformed into Wickerfolk. Perhaps they were caught by a Wickerfolk or perhaps they discovered the same transmuting ritual the ancient druids used. In either case, they now exist partway between Humanoid and Plant, enjoying a unique connection to nature, but always in danger of being overtaken by the wood.

OVERGROWN TRAITS

Creature Type: Humanoid

Size: Medium (about 4-7 feet tall)

Speed: 30 feet

As an Overgrown, you have these special traits.

Barkskin. While you aren't wearing armor, your base Armor Class equals 16.

Plant Camouflage. You have Advantage on Dexterity (Stealth) checks you make in forest terrain.

Wickerfolk Magic. You know the *Thorn Whip* cantrip. When you reach character level 3, you learn the *Entangle* spell. When you reach character level 5, you learn the *Spike Growth* spell. You always have these spells prepared. You can cast each spell once without a spell slot, and you regain the ability to cast it that way when you finish a Long Rest. You can also cast it using any spell slots you have of appropriate level.

Intelligence, Wisdom, or Charisma is your spellcasting ability for the spells you cast with this trait (choose the ability when you select this species).



VAMPIRE

Vampires on Duskmourn are the result of a horrible curse invented by Valgavoth to torture his supplicants. The first vampires on Duskmourn were cultists, but the curse has slowly spread to the survivors.

The curse causes the victim to become as cold as the dead, always hungry and never sated. The victim retains their will so Valgavoth can feed off the pain and horror of this miserable existence.

Duskmourn vampires have glowing eyes, sharp claws, mottled skin, and mouths similar to that of lampreys.

VAMPIRE TRAITS

Creature Type: Undead

Size: Medium (about 4-7 feet tall) or Small (about 2-4 feet tall), chosen when you select this species

Speed: 30 feet

As a Vampire, you have these special traits.

Bite. When you hit a target with an Unarmed Strike and use the Damage option, you can deal Piercing damage equal to 1d6 plus your Strength modifier.

Darkvision. You have Darkvision with a range of 120 feet.

Life Drain. As a Bonus Action, you can make a special Unarmed Strike with your Bite against a creature that isn't a Construct or Undead. If the attack hits, it deals its normal damage, and you gain Temporary Hit Points equal to your Proficiency Bonus.

You can use this trait a number of times equal to your Proficiency Bonus, and you regain all expended uses when you finish a Long Rest.

Life Span. You are immune to the effects of aging and can't be aged magically.

Necrotic Resistance. You have Resistance to Necrotic damage.

Unusual Nature. You don't need to eat, drink, or breathe.



BACKGROUNDS



hen you choose a background for a character from Duskmourn, choose one of the options presented in this chapter.

PARTS OF A BACKGROUND

A background includes the following parts.

Ability Scores. A background lists three ability scores. Increase one score by 2 and another score by 1, or increase all three by 1. None of these increases can increase a score above 20.

Feat. A background gives you an Origin feat. If a feat is unique to this book or has an updated version introduced in this book, the background will direct you to [chapter 7](#). Otherwise, you may take the feat of that name as presented in your version of the *Player's Handbook*.

Skill Proficiencies. A background gives your character proficiency in two specified skills.

Tool Proficiency. Each background gives a character proficiency with one tool.

Equipment. Each background offers a choice between an equipment package and 50 GP.

OTHER BACKGROUNDS

If your character is from another plane of existence, you can choose a background option from another book instead. If that background doesn't include ability score adjustments, adjust your ability scores by increasing one score by 2 and another by 1, or increase three scores by 1. None of these increases can increase a score above 20. Also, if the background you choose doesn't provide a feat, you gain an Origin feat of your choice.

BACKGROUND DESCRIPTIONS

Four backgrounds are presented in this section in alphabetical order:

Benefactor	Lone Survivor
Doorblade	House Institute

BENEFACTOR

Ability Scores: Strength, Constitution, Wisdom

Feat: Alert

Skill Proficiencies: Perception and Survival

Tool Proficiency: Navigator's Tools

Equipment: Choose A or B: (A) Navigator's Tools, Painter's Supplies, Rope, Grappling Hook, Hooded Lantern, Oil (3 flasks), Map Case, Map (one area of Duskmourn), Traveler's Clothes, 4 GP; or (B) 50 GP

The Benefactors are a group of tough, resilient nomads who are the most knowledgeable about the House's geography. They frequently leave caches of supplies and materials around, marked for any other survivors who might need them.

DOORBLADE

Ability Scores: Strength, Dexterity, Intelligence

Feat: Savage Attacker

Skill Proficiencies: Athletics and Stealth

Tool Proficiency: Thieves' Tools

Equipment: Choose A or B: (A) 2 Daggers, Thieves' Tools, Crowbar, Healer's Kit, Traveler's Clothes, 12 GP; or (B) 50 GP

The Doorblades are a small band of ruthless survivors who have decided to turn the tables and execute thorough, strategic assassination plans to hunt and kill the monsters of the House. They frequently collaborate with the House Institute, making use of the institute's knowledge to guide their strikes. In exchange, they supply monster corpses and live specimens for the institute's experiments. Casualties among the Doorblades are high, but so are their kills.

HOUSE INSTITUTE

Ability Scores: Constitution, Intelligence, Charisma

Feat: Crafter

Skill Proficiencies: Arcana and Investigation

Tool Proficiency: Alchemist's Supplies

Equipment: Choose A or B: (A) Alchemist's Supplies, Book (history), Traveler's Clothes; or (B) 50 GP

The House Institute is a group of survivors dedicated to investigating, analyzing, and recording the supernatural events of the House. Their goal is to find a way to end the House by finding its ultimate weakness. They maintain a permanent base in a series of disused operating rooms in the Floodpits, where they dissect and analyze any creatures they find.

LONE SURVIVOR

Ability Scores: Dexterity, Constitution, Wisdom

Feat: Tough

Skill Proficiencies: Insight and Stealth

Tool Proficiency: Thieves' Tools

Equipment: Choose A or B: (A) Quarterstaff, Thieves' Tools, Bedroll, Hooded Lantern, Oil (3 flasks), Traveler's Clothes, 16 GP; or (B) 50 GP

Survivors are the last remnants of those who existed before the House swallowed up their homes, or newcomers who smart enough to adapt to their new surroundings in time. Smart, tough, and resourceful, most remaining survivors survived by adopting a nomadic lifestyle. Survivors often name their children after aspects from a civilization long gone, like "City", "Dawn," and "Winter".





MAGIC ITEMS

This section provides rules for magic items that can be found on Duskmourn. See the *Dungeon Master's Guide* for how to use magic items.

MAGIC ITEM DESCRIPTIONS

The magic items are listed in alphabetical order.

CONDUCTIVE MACHETE

Weapon (Scimitar), Uncommon

This magic weapon has 6 charges and regains 1d6 charges daily at dawn. As a Bonus Action, you can expend 1 charge to activate the weapon. The weapon remains active for 1 minute, until you use a Bonus Action to deactivate it, or until you drop or sheathe it.

While the weapon is active, it sheds Bright Light in a 5-foot radius and Dim Light for an additional 5 feet, and when you hit with it and deal damage, it deals an extra 1d4 Lightning damage.

While holding the weapon, you can expend a level 1+ spell slot to cause the weapon to regain 1 expended charge. When a **Glitch Ghost** is reduced to 0 Hit Points within 30 feet of the weapon, it regains 1 expended charge.

CHAINSAW

Weapon (Maul), Uncommon

The chainsaw has 3 charges and regains 1d3 expended charges daily at dawn. While holding the chainsaw, you can take a Magic action to expend 1 charge and activate it for 10 minutes. When you take the attack action on your turn while the chainsaw is active, you can replace one of your attacks with a swipe of the chainsaw at one creature you can see within 5 feet of yourself. The target must succeed on a Dexterity saving throw (DC 8 plus your Strength modifier and Proficiency Bonus) or take 2d8 Slashing damage.

CURSED WINDBREAKER

Wondrous Item, Rarity Varies (Requires Attunement)

This windbreaker looks and functions like another magic cloak, such as a *Cloak of Protection* or *Wings of Flying*.

Curse. This cloak is cursed, and becoming attuned to it extends the curse to you. As long as you remain cursed, you have Disadvantage on saving throws you make to avoid or end the Frightened condition.

FATESHIFTER TOKEN

Wondrous Item, Legendary (Requires Attunement by a specific creature)

A *Fateshifter Token* is a Tiny, roughly carved figurine, shaped to give the vague impression of a person's face and form. Only the depicted person can attune to the token.

While attuned to and holding the token, if you move or take an action that would lead to your death, you receive a vision of the outcome, allowing you to make a different decision. Each creature within 100 feet of you that is attuned to a fateshifter token also receives the vision. The vision can only be granted by your own actions and movements, not those of others. For example, you would receive a vision if you were about to step onto a pitfall trap over a deadly drop, but not if you entered combat with a potentially deadly enemy.

Once this property of the token is used, it loses its magic and can't be used again.

FLAMETHROWER

Wondrous Item, Rare

The flamethrower has 3 charges and regains 1d3 expended charges daily at dawn. While holding it, you can take a Magic action to cause it to project fire in a 10-foot Cone. Each creature in the Cone must make a DC 13 Dexterity saving throw, taking 4d6 Fire damage on a failed save, or half as much damage on a successful one.

GHOST VACUUM

Wondrous Item, Rare

A *Ghost Vacuum* requires two free hands to operate. As a Magic action, you can use the vacuum to target one Undead that you can see within 60 feet of you. If that Undead has the Incorporeal Movement trait, it must succeed on a DC 17 Dexterity saving throw or be trapped in the vacuum. Once trapped, a creature remains in the vacuum until released. As a Magic action, you can release each creature the vacuum contains.

When you finish a Long Rest, roll a d20. On a 20, a random creature trapped in the vacuum is dematerialized and destroyed. On a 1, a random creature trapped in the vacuum is released.

GLIMMERLIGHT

Wondrous Item, Common

A glimmerlight is a handheld flashlight, powered by a **Glimmer**. As a Bonus Action, you can activate or deactivate the glimmerlight. While active, the glimmerlight sheds Bright Light in a 60-foot Cone and Dim Light for an additional 60 feet.

Creatures in the glimmerlight's Bright Light have Advantage on saving throws they make to avoid or end the Frightened condition.

If you have the Frightened condition while holding the glimmerlight, it deactivates and can't be activated.

GLITCH READER

Wondrous Item, Uncommon

A Glitch Reader is a handheld device that alerts the holder to the presence of ethereal creatures. The Glitch Reader has 6 charges and regains 1d6 expended charges daily at dawn. As a Magic action while holding the Glitch Reader, you can expend 1 charge to learn the location of any creature with the Invisible condition within 30 feet of you.

While holding the item, you can expend a level 1+ spell slot to cause the item to regain 1 expended charge. When a **Glitch Ghost** is reduced to 0 Hit Points within 30 feet of the item, it regains 1 expended charge.

GLITCH GOGGLES

Wondrous Item, Very Rare (Requires Attunement)

These goggles have 6 charges and regain 1d6 expended charges daily at dawn. While wearing them, you can take a Magic action and expend 1 charge to cast the *See Invisibility* spell.

While holding the item, you can expend a level 1+ spell slot to cause the item to regain 1 expended charge. When a **Glitch Ghost** is reduced to 0 Hit Points within 30 feet of the item, it regains 1 expended charge.

KEY TO THE HOUSE

Wondrous Item, Rare

Keys to the House are always found on a keyring containing 1d4 keys. As a Magic action, you can use a key on any closed door to turn the door into a portal to a room in Duskmourn, determined by rolling 1d? and consulting the Key Rooms table. The portal is revealed when the door is opened and the portal's destination is visible through it. The portal lasts for 1 minute, or until you close the door after opening it.

Once a key is used, it vanishes.

KEY ROOMS

d?	Room
1	100gp
2	200gp
3	300gp
4	400gp
5	500gp
6	600gp
7	700gp
8	1000gp

MARINA VENDRELL'S GRIMOIRE

Wondrous Item, Artifact

The book contains sixty pages of yellowed paper. Written on these pages are the following spells:

Level 1: *Command*, *Detect Evil and Good*

Level 2: *Blindness/Deafness*, *Crown of Madness*

Level 3: *Summon Undead*, *Speak With Dead*

Level 4: *Blight*

Level 5: *Contact Other Plane* (Valgavoth)

Level 6: *Summon Fiend*

RECORDER

Wondrous Item, Very Rare

A *Recorder* is a handheld device that used to make audio and visual recordings. Using the recorder requires a *Tape*. You can take an Action to load or remove a tape from the recorder.

While holding a loaded recorder, you can take a Bonus Action to expend one of the tape's charges and activate the recorder. It remains active for 10 minutes or until you take a Bonus Action to deactivate it.

While active, the recorder records events as though it could see in a 120-foot Cone and hear in a 120-foot Emanation. The resulting footage of events is recorded onto the tape.

While holding a loaded recorder, you can view and listen to the footage of events on its tape in real time (no action required).

SÉANCE BOARD

Wondrous Item, Rare

While touching the Séance Board you can cast the *Contact Other Plane* spell, but the entity you contact can only be the spirit of a dead creature you are familiar with. Once you use the Séance Board to cast the spell, you can't do so again until the next dawn.

TAPE

Wondrous Item, Uncommon

A *Tape* is a Tiny cassette of magical tape that can hold recorded footage from a *Recorder*. Each tape can have up to 6 charges. At the DM's discretion, a found tape that has fewer than 6 charges can have up to 10 minutes of recorded footage for each charge below 6. Viewing the footage requires a recorder.



SPELLS

Magic functions on Duskmourn as it does in most other D&D settings. Like other planes in the *MAGIC: THE GATHERING* multiverse, Duskmourn has its own mana that spellcasters can draw from to cast spells. This chapter provides descriptions of common spells used on

Duskmourn. See the *Player's Handbook* for rules on casting spells and how to read a spell description.

SPELL DESCRIPTIONS

The spells are presented in alphabetical order. If a spell in this chapter has the same name as a spell from another book, use the version of the spell presented in this chapter.

Some spells appear on the Artificer spell list. The Artificer class is from *Tasha's Cauldron of Everything*.

COMMUNE WITH GOOD OR EVIL

Level 5 Divination (Sorcerer, Warlock, Wizard)

Casting Time: 1 minute or Ritual

Range: Self

Components: V, S

Duration: Instantaneous

You commune with local spirits, either Celestials, Fiends, or Undead, to gain knowledge of the surrounding area within 3 miles of you.

Choose three of the following facts; you learn those facts as they pertain the spell's area:

- Locations of areas affected by the *Hallow* or *Magic Circle* spell.
- Locations of portals to other planes of existence.
- Location of one Challenge Rating 10+ creature (DM's choice) that is a Celestial, Fiend, or Undead.

CONVERT TO SLIME

Level 3 Transmutation (Sorcerer, Warlock, Wizard)

Casting Time: Action

Range: 30 feet

Components: V, S, M (a vial of Acid)

Duration: Concentration, up to 1 hour

You attempt to transform a creature that you can see within range into an Ooze. The target must succeed on a Wisdom saving throw or shape-shift into an Ooze that has a Challenge Rating of 2 or less. The target's game statistics are replaced by the stat block of the chosen Ooze, but the target retains its alignment, personality, creature type, Hit Points, and Hit Point Dice.

The target is limited in the actions it can perform by the anatomy of its new form, and it can't speak or cast spells.

The target's gear melds into the new form. The creature can't use or otherwise benefit from any of that equipment.

The target can repeat the Wisdom saving throw at the end of each of its turns, ending the spell on itself on a success.

DRAG TO THE ROOTS

Level 2 Conjuration (Druid, Ranger, Wizard)

Casting Time: Action

Range: 60 feet

Components: V, S, M (a tree root)

Duration: Concentration, up to 1 minute

You conjure grasping hands from the ground in a 10-foot square within range. The area becomes Difficult Terrain for the duration. Each creature in the area when you cast the spell or that starts its turn in the area is pulled 2 feet into the ground, up to 10 feet, and has the Restrained condition.

As an action, a Restrained creature or another creature within 5 feet of it can make a Strength check against your spell save DC, freeing the Restrained creature on a success.

ETHEREAL ARMOR

Level 1 Abjuration (Cleric, Paladin)

Casting Time: Bonus Action

Range: Self

Components: V, S, M (a flame)

Duration: 1 hour

Protective magical light surrounds you. You gain 5 Temporary Hit Points. Until the spell ends, you have immunity to the Frightened condition. You also shed Bright Light in a 20-foot radius and Dim Light for an additional 20 feet. The spell ends early if you have no Temporary Hit Points.

Using a Higher-Level Spell Slot. The Temporary Hit Points increase by 5 and the radius of Bright and Dim Light each increase by 5 feet for each spell slot level above 1.

GLIMMERBURST

Level 3 Conjuration (Artificer, Bard, Cleric, Paladin, Sorcerer, Warlock, Wizard)

Casting Time: Action

Range: 90 feet

Components: V, S

Duration: Concentration, up to 10 minutes

You call forth a Glimmer, a manifestation of your hope and persistence. It manifests in an unoccupied space that you can see within range and uses the **Glimmer Spirit** stat block.

The creature appears as a glowing ethereal object or creature from your past that holds significant meaning to you. When you cast the spell, choose Tiny, Small, or Medium. Your choice determines the creature's size. The creature disappears when it drops to 0 Hit Points or when the spell ends.

The creature is an ally to you and your allies. In combat, it shares your Initiative count, but it takes its turn immediately after yours. It obeys your verbal commands (no action required by you). If you don't issue any, it takes the Dodge action and uses its movement to avoid danger.

While you are within 30 feet of the creature, you have Advantage on saving throws you make to avoid or end the Charmed or Frightened condition.

Using a Higher-Level Spell Slot. Use the spell slot's level for the spell level in the stat block.

MANIFEST DREAD

Level 3 Conjuration (Cleric, Paladin, Sorcerer, Warlock, Wizard)

Casting Time: Action

Range: 90 feet

Components: V, S, M (a creature encased in amber worth 300+ GP)

Duration: Concentration, up to 1 hour

You call forth a Nightmare, a manifestation of fear and dread. It manifests in an unoccupied space that you can see within range and uses the **Nightmare Spirit** stat block. The creature takes a dreadful form and appearance you choose. The creature disappears when it drops to 0 Hit Points or when the spell ends.

The creature is an ally to you and your allies. In combat, it shares your Initiative count, but it takes its turn immediately after yours. It obeys your verbal commands (no action required by you). If you don't issue any, it takes the Dodge action and uses its movement to avoid danger.

Using a Higher-Level Spell Slot. Use the spell slot's level for the spell level in the stat block.

RITE OF THE MOTH

Level 1 Necromancy (Artificer, Cleric, Druid, Paladin, Ranger, Warlock, Wizard)

Casting Time: Action

Range: Touch

Components: V, S, M (gilded moth wings worth 100+ GP, which the spell consumes)

Duration: Concentration, up to 10 minutes

You touch a creature that has died within the last minute. The target revives with 0 Hit Points, and gains Temporary Hit Points equal to your spellcasting ability modifier, which last for the duration. The spell ends early on the target if it has no Temporary Hit Points left.

Until the spell ends, the target is Stable and has Immunity to the Unconscious condition. When the spell ends, the creature drops to 0 Hit Points.

GLIMMER SPIRIT

Tiny, Small, or Medium Celestial, Neutral

AC 12 + the spell's level

HP 30 + 10 for each spell level above 3

Speed 30 ft., Fly 30 ft.

MOD			SAVE	MOD			SAVE	MOD			SAVE
STR	13	+1	+1	DEX	11	+0	+0	CON	14	+2	+2
INT	10	+0	+0	WIS	10	+0	+0	CHA	16	+3	+3

Immunities Charmed, Frightened

Senses Passive Perception 10

Languages understands the languages you know but doesn't speak

CR None (XP 0; PB equals your Proficiency Bonus)

TRAITS

Illumination. The spirit sheds Bright Light in a 30-foot radius and Dim Light for an additional 30 feet.

Incorporeal Movement. The spirit can move through other creatures and objects as if they were Difficult Terrain. If it ends its turn inside an object, it is shunted to the nearest unoccupied space and takes 1d10 Force damage for every 5 feet traveled.

ACTIONS

Multiattack. The spirit makes a number of attacks equal to half this spell's level (rounded down).

Glimmering Strike. *Melee Attack Roll:* Bonus equals your spell attack modifier, reach 5 ft. *Hit:* 2d6 + 3 + the spell's level Radiant damage.

NIGHTMARE SPIRIT

Medium Aberration, Neutral

AC 12 + the spell's level

HP 30 + 10 for each spell level above 3

Speed 30 ft., Fly 30 ft.

MOD			SAVE	MOD			SAVE	MOD			SAVE
STR	13	+1	+1	DEX	11	+0	+0	CON	14	+2	+2
INT	10	+0	+0	WIS	10	+0	+0	CHA	16	+3	+3

Immunities Charmed, Frightened

Senses Passive Perception 10

Languages understands the languages you know but doesn't speak

CR None (XP 0; PB equals your Proficiency Bonus)

TRAITS

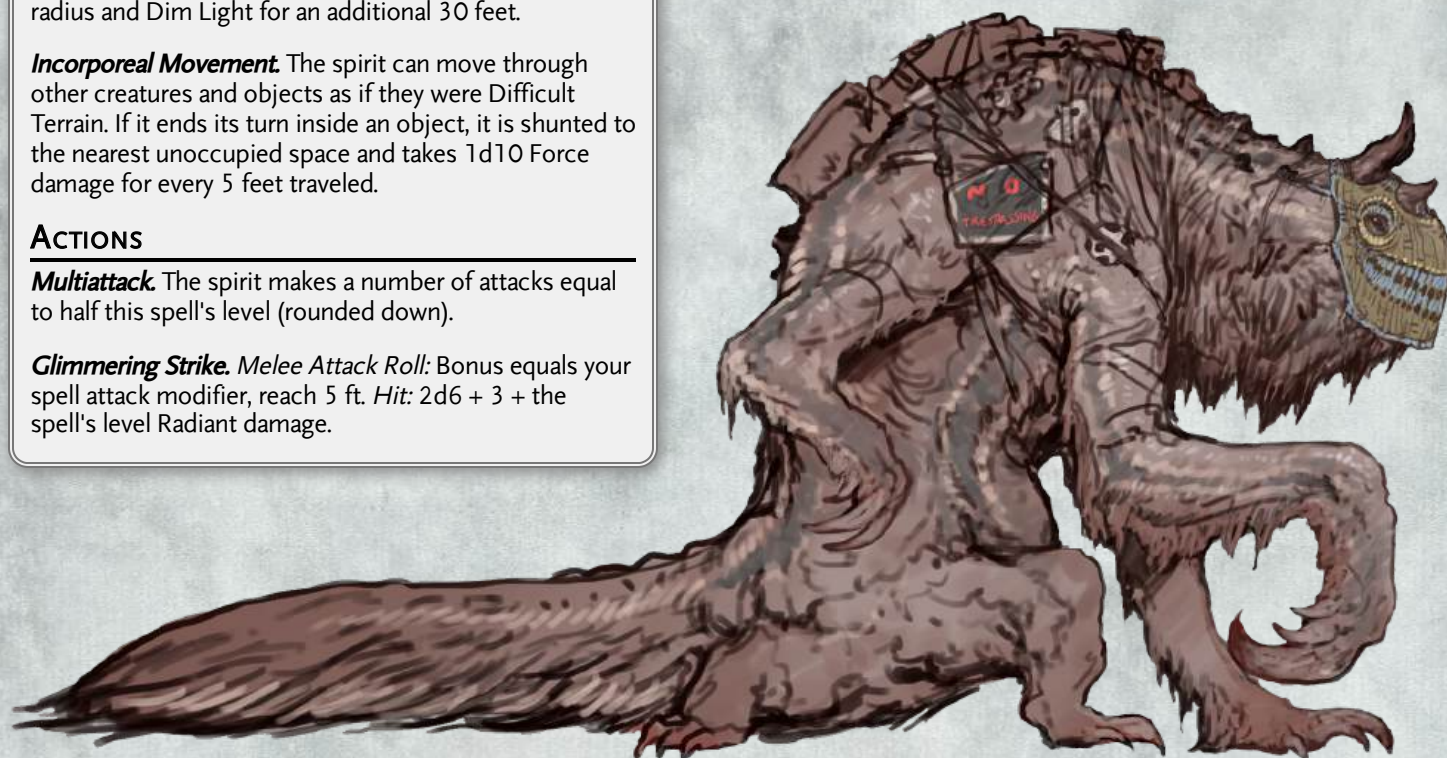
Aura of Fear. *Wisdom Saving Throw:* DC equal your spell save DC, each creature of the spirit's choice that starts its turn in a 30-foot Emanation originating from the spirit. *Failure:* The target has the Frightened condition.

Incorporeal Movement. The spirit can move through other creatures and objects as if they were Difficult Terrain. If it ends its turn inside an object, it is shunted to the nearest unoccupied space and takes 1d10 Force damage for every 5 feet traveled.

ACTIONS

Multiattack. The spirit makes a number of attacks equal to half this spell's level (rounded down).

Psychic Assault. *Ranged Attack Roll:* Bonus equals your spell attack modifier, range 60 ft. *Hit:* 1d12 + 3 + the spell's level Psychic damage.



JOHN TEDRICK

APPENDIX C: RULES GLOSSARY

FREE RULES

This glossary presents rules that are referenced in this guide and not found in the *Player's Handbook* (2014), or have updated versions in the *2024 D&D Free Rules*. This is done in an effort to maintain compatibility and ease of use for all DMs using any version of 5th Edition DUNGEONS AND DRAGONS.

RULES DEFINITIONS

The rules definitions are presented in alphabetical order.

BLINDSIGHT

If you have Blindsight, you can see within a specific range without relying on physical sight. Within that range, you can see anything that isn't behind Total Cover even if you have the Blinded condition or are in Darkness. Moreover, in that range you can see anything that has the Invisible condition

BLOODIED

A creature is Bloodied while it has half its Hit Points or fewer remaining.

BURNING [HAZARD]

A burning creature or object takes 1d4 Fire damage at the start of each of its turns. As an action, you can extinguish fire causing burning on yourself by giving yourself the Prone condition and rolling on the ground. The fire also goes out if it is doused, submerged, or suffocated.

BURROW SPEED

A creature that has a Burrow Speed can use that speed to move through sand, earth, mud, or ice. The creature can't burrow through solid rock unless the creature has a trait that allows it to do so.



D20 TEST

D20 Tests encompass the three main rolls of the game: ability checks, attack rolls, and saving throws. If something in the game affects D20 Tests, it affects all three of those rolls.

DARKVISION

If you have Darkvision, you can see in Dim Light within a specified range as if it were Bright Light and in Darkness within that range as if it were Dim Light. You discern colors in that Darkness only as shades of grey.

EMANATION [AREA OF EFFECT]

An Emanation is an area of effect that extends in straight lines from a creature or object in all directions. The effect that creates an Emanation specifies the distance it extends.

An Emanation moves with the creature or object that is its origin unless it is an instantaneous or stationary effect.

An Emanation's origin (creature or object) isn't included in the area of effect unless its creator decides otherwise.

HEROIC INSPIRATION

If you have Heroic Inspiration, you can expend it to reroll any die immediately after rolling it, and you must use the new roll.

If you gain Heroic Inspiration but already have it, it's lost unless you give it to a player character who lacks it.

MAGIC [ACTION]

When you take the Magic action, you cast a spell that has a casting time of an action or use a feature or magic item that requires a Magic action to be activated.

If you cast a spell that has a casting time of 1 minute or longer, you must take the Magic action on each turn of that casting, and you must maintain Concentration while you do so. If your Concentration is broken, the spell fails, but you don't expend a spell slot.

ORIGIN FEAT

Origin feats include Alert, Crafter, Healer, Lucky, Magic Initiate, Musician, Savage Attacker, Skilled, Tavern Brawler, and Tough.

TREMORSENSE

A creature with Tremorsense can pinpoint the location of creatures and moving objects within a specific range, provided that the creature with Tremorsense and anything it is detecting are both in contact with the same surface (such as the ground, a wall, or a ceiling) or the same liquid.

Tremorsense can't detect creatures or objects in the air, and it doesn't count as a form of sight.

FACE YOUR FEARS. ALL OF THEM.

Huge thank you to all of my supporters and my personal play group, and to James Wyatt for his work on the original *Plane Shift* supplements.

This supplement is 100% free fan content permitted under the Fan Content Policy. Not approved/endorsed by Wizards. Portions of the materials used are property of Wizards of the Coast. ©Wizards of the Coast LLC.

If you'd like to help support more *MAGIC: THE GATHERING* planes homebrewed into D&D, consider supporting me on [Patreon](#), or [buying me a coffee](#).

For use with the fifth edition *Player's Handbook*, *Monster Manual*, and *Dungeon Master's Guide*.

PS

PATREON.COM/PLANESHIFTED

GM
BINDER

WWW.GMBINDER.COM

LIIGA SMILSHKALNE

(c) W

